Out Run™

Now, there are no limits.®

SEGA®

SEGA®

Loading Instructions: Starting Up

1. Make sure the power switch is OFF.

2. Insert the OUT RUN™ cartridge in the Power Base (shown below) by following instructions in your SEGA SYSTEM™ manual.

3. Turn the power switch ON. If nothing appears on screen, recheck insertion.

IMPORTANT: Always make sure the Power Base is turned OFF when inserting or removing your Sega Card/Cartridge™

For 1 Player Only: Press Button 1 or 2 on
Player 1's Control Pad.

Insert Two-Mega Cartridge

Insert Control Pad 1
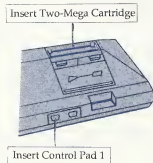
Race To The Finish

This home version of the original video arcade game will grant you the greatest sensation of movement and speed like no other game has before.

So be prepared to feel every curve, dip and increase in speed as you try to race across this track. Five tracks in all with five separate goal lines.

Your objective is to reach any one of the five goal lines to be considered a winner. And the decision is yours as to which track you'll travel.

Now start your engine, grip your controls and get the lead start in the fastest race ever to reach your home.

How To Handle Your Car

Before you begin playing, orient yourself with the movements and functions of each button. You'll have to use hand-to-eye coordination in order to speed quickly ahead and avoid all obstacles. And remember, practice makes perfect.

Individual Functions:

Each button on your Control Pad will prompt its own critical moves.

DIRECTIONAL BUTTON   1   2
                     BUTTONS
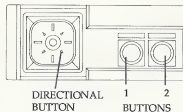
Your Directional Button
(D-Button):
- Will move your car in two different directions: left and right when you push either of these directions.
- Will shift your car from high to low gear.

Button 1: • Brake

Button 2: • Accelerate

Now that you're familiar with the basics, here's the set-up for sophisticated driving techniques.

Moving Left To Right:

When you need quick moves out of tight places, you need to use your D-Button to guide the car in your desired direction.

- While holding Button 2 down, press the D-Button directly on the right side. This will give you the quickest move to the right.
- While holding Button 2 down, press the D-Button directly on the left side. This will give you the quickest move to the left.

Shifting Gears:

You should use your gears just as you would in a real driving situation. The gears will help you accelerate, maneuver through a curve and slow down. Here's how.

- To shift into high gear, press your D-Button directly down.
- To shift into low gear, press your D-Button directly up.
- When you start the race, keep your car in low gear until you've gained speed and can open it up for real acceleration.
- The low gear can handle up to 170 KMH.
- When you're entering a curve , you should downshift to low in order to hug the road and stay on course.
- When you're on the open straightaway, shift into high gear to achieve maximum speed.

Accelerating:

To accelerate, you must hold Button 2 down at all times.

- Instead of braking when you feel out-of-control, just release Button 2 and your car will immediately slow down.

Braking:

Braking can be overused and cost you important seconds in the race. You need to use a light hand when applying Button 1.

- When you need to stop immediately to avoid an obstacle, press Button 1 in a series of quick presses. When you slam on the brakes, you'll come to a dead stop and need to regain momentum.

Take Control

Before you start the race, the following will guide you through the game rules and requirements.

Selecting Background Music:

There are three musical themes you can choose from to accompany your drive. They are:

- Magical Sound Shower
- Passing Breeze
- Splash Wave

When this screen is displayed, choose your selection by moving your D-Button to the left or the right. When you do not move the D-Button, Passing Breeze will remain on screen and once you press Button 1 or 2, it becomes your selection.

To select Magical Sound Shower, move the D-Button to the left and press Button 1 or 2. For Splash Wave, move the D-Button to the right and press Button 1 or 2.

Once you've chosen your musical selection, the start screen will now appear.

Screen Directions:

Running across the screen at all times once you begin the race, is a series of information designed to help you maintain control.

Gear
Tachometer

Score:
• As you race through each scene, you'll gain points for driving well. These points will add up instantaneously for your observation.

Time:
• You're allowed a specific amount of time to complete each race scene. This time will start counting down the moment the race begins.

Gear:
• Depending on which gear you're in, the H-High or L-Low will be lit in red to keep you informed.

Speed:
• Your car's speed will be displayed in kilometers.

Tachometer:
• Your car will be measured by a set of blocks which will rise and fall according to your speed generated engine pressure.

Time Limit:

Should you fail to meet the time requirement established at the beginning of every scene, you'll be disqualified and the game is over.

Since there are five scenes to pass through before you reach any of the five goal lines, they will require their own individual time limit.

The first race scene will be awarded an 80 second time limit and the second scene will be awarded 65 seconds to complete. This limit will vary and will always be displayed under 'Time' on the screen.

When you reach the checkpoint in less than the time allowed, your reserve time will be awarded to the next scene's time limit, so you help yourself by racking up time.

Know The Score

As your points are adding up, you should know what they are awarded for.

For Driving Fast . . . . X points
(they'll just keep increasing)
For Outrunning Other Cars . . . . 20,000 points
For Crossing The Goal Line . . . . Your remaining
time x 1 Million

Name Entry:

At the end of each scene, whether you've reached the check line or not, the 'Name Entry' screen will appear.

If you have gained enough points to rank within the seven existing scores, your score will be listed in a space ranging from high to low.

When this happens, you'll be able to place your initials next to your score and it will remain there until you're aced out by future scores.

Letters

- To place your initials on the screen, use your D-Button to select the proper letters by moving it from left to right. The letter you select will be lit in red and then press Button 1 or 2 to execute your command.

- You can cancel the operation up to the second letter input. After that, the screen will return to play once you've selected your third letter.

Now Make Your Move

The only part of the game left is to play. So read the following and then start.

Start:

After you're positioned at the Starting Line, the countdown will start immediately.

The countdown will begin with three lights which will flash one after the other. The last light is green and that signals the start of the race.

Once the checkered flag is dropped, time will start to count and you're off.

Race Scenes:

There are five stages in this game with five separate goal lines. Each goal line is at the end of the track which travels through five separate scenes. So in all there are twenty-five scenes and five winning options.

When you're racing through a scene, you'll encounter a fork in the road which allows you to choose which goal line you'll pursue. This way, the game is never predictable.

Course Map:

After each 'Game Over' is displayed, the game's course map will be screened. Here, you can see exactly where you are in terms of winning the game. Because a simulated map of the game's goal lines, tracks, and scenes will be displayed with a marker car to illustrate your exact position.

• Start always takes place at Coconut Beach. That's the first scene.

Goal A: Vineyard
Goal B: Death Valley
Goal C: Desolation Hill
Goal D: Autobahn
Goal E: Lakeside

Gateway, Desert, Wilderness, Vineyard.
Alps, Old Capital, Death Valley.
Devil's Canyon, Cloudy Mountain, Seaside Town, Lakeside.
Desolation Hill, Wheat Field, Autobahn.

These scenes are not in any particular order. But you can be sure to see and experience them as you traverse to the finish line.

Scorebook

Name			
Date			
Score			

Name			
Date			
Score			

Name			
Date			
Score			

Name			
Date			
Score			

Handling The Mega Cartridge™

- The Mega Cartridge is intended exclusively for the Sega System™.

- Do not bend, crush or submerge in liquids.

- Do not leave in direct sunlight or near a radiator or other source of heat.

90-Day Limited Warranty Sega® Card/Cartridge

To validate the following 90-day limited warranty, your sales slip or proof of purchase should be retained at time of purchase and presented at time of warranty claim.

90-Day Limited Warranty

Sega of America, Inc. warrants to the original consumer purchaser that this Sega Card™/Cartridge™ shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If defect covered by this warranty occurs during this 90-day warranty period, Sega will repair or replace the defective card/cartridge, at its option, free of charge.

This warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering or any other causes not related to defective materials or workmanship.

To receive fast, reliable service, call the Sega Customer Service Department at the following numbers:

Outside California: 800-USA-SEGA
Inside California: 415-742-9300

Our Customer Service Department is in operation from 9:00 AM to 5:00 PM (Pacific Time), Monday through Friday. *Do not return your Sega Card/Cartridge to your retail seller.*

Sega's service center is located at the following address:
Sega of America, Inc.
Warranty Repair
573 Forbes Blvd.
South San Francisco, CA 94080

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Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to ninety days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc. be liable for consequential or incidental damages resulting from the breach of any express or implied warranties.

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